2. Black Float & Face Float. 1. Assume Sk. float por. A's Toig. 2. Push eg. A agin' water, turn A & Sheds & et 3. At same time swing if A out over water 4. Finish w both A's extend food & O. on face. 3. Face Floar & Right Side. 1. Bring L. A which is extended food. down & side of B + at same time turn of & Ct. , look bk. over Ct. Shed. 2. Don't teen H. 2 far. or It. A. back byond C. Side, of Elementary Back Stroke. "X" all strokes - fingles agetter, thumbs close, has cupped. I hand Diel for Dumo A. SI crect A's close 2 side & chin in. Count 1. - Hds 2 shlds. Els tok & close 2 B. frage point devd. til hdo reach shedo, then fing pl. diag. outlind & report. land 2. - Esat. A's diag. outed 1/2 Etween Loring & upow. po. .. 3. Jull A forcibly a sides. Vause at end of pull. B. Kand Dice for hego. Dit down & lean upper body at on tols. Nound I - Keep h's stranger & 2 gether - toes pointed. " 2. - Mrow L's up. tels Egether spread kns. 3 - Spread is easily apail - toes leading from spread position wive the Kep forcibly Ogether. Hold L's 2 gether, toes extended, pourse after drive. 480

C. Fractise A's y h's Together on Land. ST, wft. 2 getter + A's at side. Practice A + B using 1 h. & 2 A's as follows: Ct I - Keep h's still. Move A's 2 Shlows. as described. 944 - Bd I h turn. Kn outerd. Nove A diag & 3/4 reach po. Ct III - Nove Louterd. + bring it w snap 20ther h. I some time pull A's to sides. Hold po w A's at sides + L's ageller. 151 1 L. then other. Breathing - Inhale this' mouth while resting w A's at sides + L's 2 getter. Exhale while doing stroke 2. Water Will. 1. Fractise whole most in water start from Bk. flows. 1. Take fload poo. supporting h's. by grasping gutter rail with toes or by having another hold ft. 2. Concentrate on A. movements only. I face centre of pool, grosp gutter rail w hato, over solds. 4 entend his fund. 2. Concentrate on h most only 481

The Proper Exition of Body.

1. Keep B. straight.

2. Keep Cheat up, A. well bk & Chin in 462

Swinning analyzed. Hertrude Fost. The Came 1. The Kick 1. Six- beat mostly used. 2. Traight kick - motions narrow & even, throat unbroken, has no accent in timing. 3. Avoid 2 vegorous a kick mus. stiffer mouits aukured. 4. In 6 kear rick - emphasize 15' & 4th beats. 5. No. counted on dwd. drive of each L. 1-2-3 on pull of 1 A. 9 4-5-6. on recovery or same A. 2. The Armo -2. A. enters wat. well in front of B. w et slightly higher 3. Pull starts w hd. 9 is dwd Iwards B. 4. No A comes 2 surface to relaxed I lefted W palm turned slightly outwo. 5. Then moved find over water. 6. after hd. passes shed line should bestended fund. in front of B. with el. slightly higher than Ad ready for entry. 3. Body Fosition -1. B. wide water in plane poo. w H. Ligher than ft. 2 Sheds. level as possible. 3. Under Sold will be lowered when H. turned 2 whale but top sold should not be lowered. * Holling D 2 much is a fault. 4. Queathing 1. Inhale once livery complete A cycle & always on Some side ? For short sprints no. of inhalations should a cut down.

5. Practice 1. STroke quarticed slowly. 2. Too fast emplosio or faulto.
3. Practicing in Strates flutter boards may bused 4. To practice A's, the h's Do-gother lavely & work on A's 494

Surming. Victor F. Lawson Duinning for Children: 1. Inspire confidence by playing in water. 2. Exter water waist deep with child on your back. 3. Speak & him while doing this. K. Bend slowly as to cover Child's shed. 5. after awhile bot so face externerged. 6. Start land dill- Breakling. In this mouth. 7. Sec. later close - air out this noce. 8. Fractice til natural & rhythmically. 9. Hace across than or sand. Thurst 1 A furd. as greating 10. Withdraw, try with other - alt. Withdraw at hip. 11. L's almost straight, tols turned in abit, 3 apart move gently up & down 12. From hips with slight play at knees. 13. Kelased mout of for A's. 14. Hever let alone in water. 15. Use Hands, then wing - releasing soon. 16. Instinctively master puppy paddle. The Modern american Crawl Stroke." Three actions - 1. heg. 2. Arm. 3. Breathing . 6 - beat kick - 3 up . 4 - down monts of each leg to a complete cycle of A's. 2. Legs I" apart - equal and. of strength 3. " straight but loose. 4. Toes pointed crimand slightly. 485 5. Knees or ankso. not tout.

6. When Ricking for not break surface of water 1. Strong leg drive desirable. 1. Foresum 9 hd. form a strught line, palm down & flat, Jengers closed. 2. Elbow bit Ligher thank hads. I will it, eye. 3. Extend it. A a comfortable dist in front on line 4. Bull hat & A dwd. and ellow abit til reaches hip. I as he pulled out of wake then palm swand body, but when emerged turn palm down, relax hd. til ready & norder pull. 6. Wood. pull & emerging speedily as possible. 7. On it has reaches hip, lo has start dud. B. Wout cais. A 2 Kigh place A in west. Short dist in point of H. Ler A glide furd. under wat, a space. Hold Traight & then pull dust. hard thip. 4. Dody Straight - back elightly arched. W Breathing: 1. Tractise in r ex haling in bathles of bosin 2. Inhale the mouth upon each complete cycle of A's. 3. At Ld. cuto war. turn H loooly & Side pellowing Hon wave, spen mouth & suck in air. 4. Os other hd. reaches find. Then H back, eyes open 4 empty lengo gently but completely this nose. 5. When inhaling turn only tothe not entire 8.

Humming Naviess Chp. 11 - Frendamentals A- Comage 1. Confidence in instructor believes in ability. 2. Encouragement. 3. Start a group work tolding hos of neighbours. 4. Next- Face Float, Twe Float, Elem Bk. stroke. 5. Kudementary Thokes coordinated. 6. Endurance by eroscurage in shallow wat. 7. Awining in deep war, short at 13. I shallow 8. Tuand not & fear people. B- Breathing 1. Rhythmically on every complete stroke. 2. Not too deeply. - easy normal breaths 3. Cahale after turning H. for air. 4. Inhalations This' smouth, lips easily apart 5. Exhalations " nose, or lips. C. - Body Balance -1. W. segenness little acquired. determined by natural bury 2. Theons - relation of H. Bk. A; L's. & water level. 1. H. 2 low in wat: or held 2 high .- 2 rigin nat bad L & B. 2. Bk. too hyperextended curve - bd at hips. 3. on a diag . line. 3. Rolling 3 from side 2 side. 9. L's Lang. down - wide apart - bt. at kno. 5. 9's pulling from blow surface 2 it tends & submarge B - overbale Corrections - D. in easy, nonteness Straight line - no notions in wrong directions & pull Don't of Bal. 487

D- Stroke Analysis Part or Part - whole or a hole. Methodo - 1. reacher know whether whole or paid - whole. 2. While - stroke as whole - demortation & allow class & try it. 3. Analyzed after. 4. Herd- whole - stake dissected, work or each & then Go ord. I whole 5. This should come easily as knowing other above parts Method of Gresentation (Chp 111) H. Beginners 1. Desiple group work - has joined, walk acros good, ducking in Oform. 2. Breatting Ex. 3. Face Hoar - preceded by teaching correct rise 4. Modified Clawl. 5. I me Hoar - preceded .. 6. Momentary Back Stroke 7. Sitting fall-in". 499

The liaml Waviess. Analysis I Body Costion and Balance. 1. B. in prone poor straight line from H 2 toe, slightly diag. in wat. - h's lower than H. 2. Ach in Bk. just below Sklet B's, slight throwing Sk. of H. 3. The bd. in neck, hips or kno. 7. Face cuto wat. any place from lower part of 4H 2 chin 3. Slight well I breathing. Il Simo 1. a dive & recover all. 2. Rt A, palm down & Ld cupped, IA slant down from so fings and wat 15', ello slightly st. enters wat. to depth I " grasping was & then starts it drive.

3. Shive contin' til A ready 2 come 4 recovery, completed to our. Theatest force during centre 1/2 of driving an . Po- blowsled & servines J. Ad. enter wat. ahead of Shld - never across 6. les duie ends yealm turns in slightly sward B. Hecovery I Hot as comes out - little fing side up, ell by x out by ha. 2. Elbow high pt. - 4 A+ ha completely relaxed. 3. A Stringhton out 2 Side & Swings around in Side are to drive po, slowly colating this out this motion 2 palps down poor 4. 4A. us el. Ligh surings find from palm-up po 2 palm don pos, fing tips leading & so pushes find 2 dime pos. Catch Position 1. In finishing recovery - ha. & A ready 2 grospward. in catch poo. 2. A mustix reach alead 4 was. & make solld go out of line 3. Co'ordinate A with other - drive R, seconer L. then me And L + recover K.